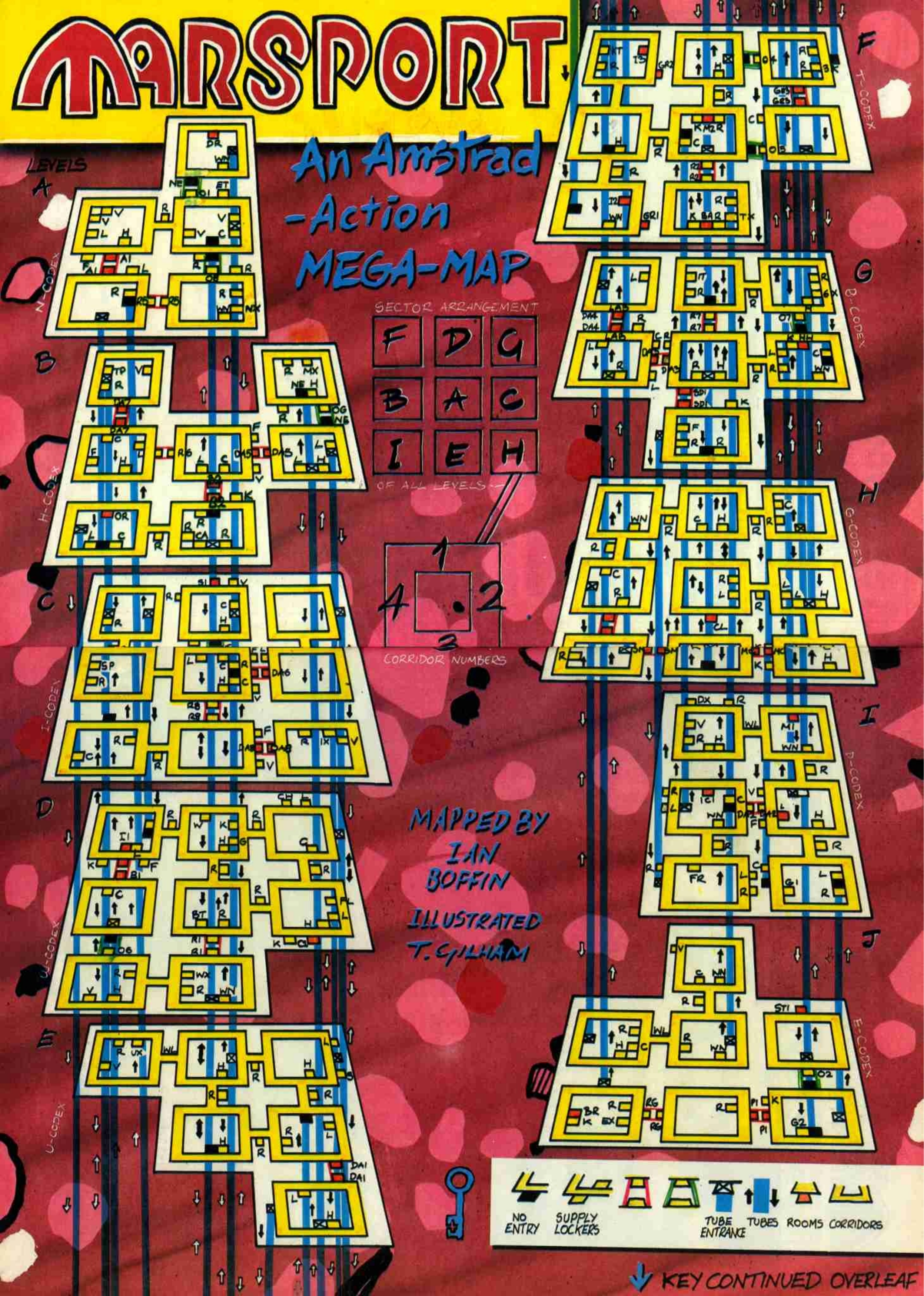

MARSPORT
An Amstrad -Action MEGA-MAP
LEVELS
A
B
C
D
E
F
G
H
I
J
N-CODEX
H-CODEX
I-CODEX
U-CODEX
T-CODEX
B-CODEX
G-CODEX
D-CODEX
E-CODEX
SECTOR ARRANGEMENT
F D G
B A C
I E H
OF ALL LEVELS
1
2
3
4
CORRIDOR NUMBERS
MAPPED BY IAN BOFFIN
ILLUSTRATED T. GILHAM
NO ENTRY
SUPPLY LOCKERS
TUBE ENTRANCE
TUBES
ROOMS
CORRIDORS
KEY CONTINUED OVERLEAF